

SPORTS A-Roni™

- 8 events provide an off-the-wall look at sports. Choose from the Sack Race, Pile of Plates, Boot Throwing, River Jump, Pole Climbing, Run Up the Wall, Pillow Fight, and Pogo events.
- Brilliant graphics display actual Italian landmarks.
- Represent one of 18 different countries and listen to some rather unusual national anthems.
- Practice sessions allow you to obtain that winning edge.



Available for most personal computer systems.

Limited Warranty

Epix, Inc. warrants to the original purchaser of this Epix software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Epix software program is sold "as is," that is, without express or implied warranty of any kind, and Epix is not liable for any losses or damages of any kind resulting from use of this program. Epix agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Epix software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Epix software product has been caused by misuse, unreasonable use, misstatement, or neglect. This warranty is in lieu of all other express warranties and no other representation or claims of any nature shall be binding on or obligate Epix. Any implied warranties applicable to this software product, including without limitation the implied warranty of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Epix be liable for any special, incidental, or consequential damage resulting from possession, use, or malfunction of the Epix software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Epix®, Fast Load™, and 500X™ are trademarks of Epix, Inc. Apple® is a trademark of Apple Computer, Inc. Atari® and ST™ are trademarks of Atari Corporation. Amiga® is a trademark of Commodore-Amiga, Inc. Commodore®, Commodore 64®, and Commodore 128® are trademarks of Commodore Electronics Limited. IBM® is a trademark of International Business Machines Corporation. Tower Toppler™, Sports A-Roni™, and U.S. Gold™ are trademarks of U.S. Gold Ltd., U.K.

Tower Toppler game program is licensed from U.S. Gold Ltd. © 1987, Hawson. Tower Toppler program for the Amiga includes portions of the Workbench program, © 1985, Commodore-Amiga, Inc., all rights reserved. Tower Toppler manual written by John Gohman and Epix, Inc.

© 1988, Epix, Inc. All rights reserved. Reproduction of all or any portion of this manual is not allowed without the specific written permission of Epix, Inc.



P.O. Box 8020, 600 Galveston Drive, Redwood City, CA 94063

TOWER TOPPLER™



Instruction Manual

for Atari® ST™, Commodore 64®/128™, Commodore® Amiga®, Apple® II series, and IBM® PC and compatibles



Atari ST

1. Set up your system, following the instructions in your owner's manual, and plug a joystick into joystick port 1.
2. Insert the Tower Toppler disk into drive A, label side up, and turn on your system.
3. When the options screen appears, press the correct key to make your selections:

F1 One player	F3 Sound on
F2 Two players	F4 Sound off
4. Press the fire button to start the game.

Commodore 64/128

1. Set up your system, following the instructions in your owner's manual, and plug a joystick into joystick port 2.
2. Remove all disks from the disk drives and turn on the system. For Commodore 128, hold down the **C-** key while turning on the system to set it to C64 mode.
3. Insert the Tower Toppler disk into the drive, label side up. Type **LOAD "*"8,1** and press **Return**. (Or, if you have an Epyx Fast Load cartridge, hold down the **C-** key and press **Run/Stop**.)
4. When the options screen appears, press the correct key to make your selections:

F1 One player	F5 Sound on
F3 Two players	F7 Sound off
5. Press the fire button to start the game.
6. Press **P** to pause a game. Press the fire button to resume play.
7. Press **Run/Stop** at any time to reset the game.

Commodore Amiga

1. Set up your system, following the instructions in your owner's manual, and plug a joystick into joystick port 2.
2. Turn on your system with Kickstart version 1.2 in the internal drive. (Using Kickstart version 1.1 may cause graphics flickers during game play.)
3. When asked to insert the Workbench disk into the drive, insert the Tower Toppler disk instead, label side up. The program will automatically load.
4. When the options screen appears, press the correct key to make your selections:

F1 One player	F3 Sound on
F2 Two players	F4 Sound off
5. Press the fire button to start the game.

Apple II Series

1. Set up your system, following the instructions in your owner's manual, and plug in your joystick.
2. Insert the Tower Toppler disk into the disk drive, label side up, and turn on your system.
3. When the options screen appears, press **1** for a one-player game or **2** for a two-player game.
4. Press the fire button to start the game.

IBM PC and Compatibles

1. Set up your system, following the instructions in your owner's manual, and plug in your joystick.
2. Insert the DOS disk into drive A and turn on the system.
3. After DOS boots, remove the disk from drive A and insert the Tower Toppler disk.



4. If your system boots from a floppy disk drive, type **TOWERTOP** and press **Enter**. If your system boots from a hard disk drive, type **A:** and press **Enter**. Then type **TOWERTOP** and press **Enter** again.
5. When the options screen appears, press **F1** for a one-player game or **F2** for a two-player game.
6. Press the fire button to start the game.

TIME FOR ACTION

The object of the game is to topple all eight towers. Reaching the top of a tower automatically starts the destruction sequence. Each tower is more difficult to topple than the last, and there is a set time limit for each one.

Here's how to move:

Action	Joystick
Walk left or right.	Push handle left or right.
Enter tunnel or take outside elevator up.	Push handle up.
Take outside elevator down.	Pull handle back.
Jump.	Press fire button while walking.
Shoot.	Press fire button while stopped.

You're armed with a snowball gun, and you can destroy flashing block barricades by shooting them. You have to do that in order to get past them. You can also destroy all the rolling cannonballs except the silver ones. You can stun these for a few seconds, but you can't get past them.

All other creatures are indestructible. You have to time your movements to avoid them or they'll knock you down the tower and maybe even into the water. If that happens, you lose a life.

Your footing on the towers is shaky at best. Some ledges are slippery, others crumble beneath you. If you're lucky you'll just fall part way down when you slip. If you're unlucky, you'll find yourself taking an unplanned bath.

When you topple a tower, you return to the sub and travel to your next mission. While under water, use your gun to stun and catch fish and pick up extra points.

Towers

Tower of Eyes (easiest)
Realm of Robots
Trap of Tricks
Slippery Slide
Broken Path
Swimmer's Delight
Nasty One
Edge of Doom (most difficult)

SCORING

Scoring is based on the amount of time you take to topple a tower, the number of mistakes you make in your route, and the number of times you're knocked part way down or all the way down.

You earn 100 points for each bouncing cannonball you destroy.

You earn 50 points for each flashing block you destroy.

You earn 25, 50, or 75 bonus points at random for each fish you catch.

You gain an extra life for every 5,000 points you earn.

Use your joystick to enter your initials in the high-score chart. Push the handle up or down to select a letter, and press the fire button to enter the selected letter in the chart.